

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) ~~A game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:~~

a communications interface for transmitting and receiving data to and from a plurality of terminal devices via a communication link; and

point providing means for providing a CPU having logic for directing transmission via the communications interface (i) of a game point to a player one of the plurality of terminal devices based on receipt from that terminal device of a correct answer from the of a player at that terminal device with-in a difference detection game executed-presented on a display provided to at each of the user terminal devices;- and (ii) of a respective image switching means-instruction to each of the terminal devices for switching between and alternately displaying presenting, to a player at that terminal device, a reference image for reference, and a difference image on the display to find for finding and entering a player input identifying only differences between the reference image and the difference image during play of the difference detection game, the difference image being a modified version of the reference image with the differences to be found being of a type that are intended to be unanticipated by the player.

2. (Currently Amended) The game server according to Claim 1, ~~further comprising wherein:~~

switching timing setting means the CPU also has logic for directing transmission via the communications interface setting of a respective timing instruction to each of the terminal devices for switching between and alternately displaying-presenting the reference image and the difference image on the display;- and

~~wherein the image switching means has a function to switch and alternately display the reference image and the difference image~~ are switched between and alternately presented each of the terminal devices based on the display at the timing instruction transmitted to that terminal devices ~~set by the switching timing setting means.~~

3. (Currently Amended) The game server according to Claim 2, further comprising:

~~play-number storing means a data store~~ for storing a ~~(i) play-number data~~ indicating a number of times that the player at each terminal device plays the difference detection game;

~~player identification means for identifying wherein the CPU also has logic to (i) identify the player to play~~ playing the difference detection game at each of the terminal devices; and

~~number comparing means for comparing (ii) compare a reference-number data as a criterion with the stored play-number data to determine whether or not the player identified by the player identification means has frequently played the difference detection game, and the play-number data that has been stored in the play-number storing means,~~

~~wherein the switching timing setting means sets (iii) set the timing in the respective timing instruction transmitted to the terminal device at which the identified player is playing the difference detection game in accordance with a comparison result by the number comparing means of the comparison.~~

4. (Currently Amended) The game server according to Claim 2, further comprising:

~~winning-number storing means a data store~~ for storing a numerical value data ~~of acquired~~ indicating points or -prizes won by the player at a terminal device for winning with in the difference detection game played by the player; and

wherein the CPU also has logic to (i) identify player identification means for identifying the player to play playing the difference detection game at each of

—— ~~numerical value comparing means for comparing~~(ii) compare a reference numerical value data as a criterion with the stored numerical value data to determine whether or not the ~~player-identified player by the player identification means~~-has won a large number of points or prizes ~~with in~~ the difference detection game ~~and the numerical value data stored in the winning number storing means,~~ and (iii)

—— ~~wherein the switching timing setting means sets~~set the timing in the respective timing instruction transmitted to the terminal device at which the identified player is playing the difference detection game in accordance with a ~~comparison result by the numerical value comparing means~~of the comparison.

5. (Currently Amended) The game server according to Claim 3, ~~comprising~~wherein:

the CPU also has logic for directing transmission via the communications interface of hint image display control means-instruction to each of the terminal devices in accordance with the comparison result for displaying-presenting a hint image to assist the player at the applicable terminal device ~~to find a correct answer on the display in accordance with the comparison result by the number-comparing means or the numerical value comparing means~~in the difference detection game.

6. (Currently Amended) The game server according to Claim 4, ~~comprising~~wherein:

the CPU also has logic for directing transmission via the communications interface of hint image display control means-instruction to each of the terminal devices in accordance with the comparison result for displaying-presenting a hint image to assist the player ~~to find a correct answer~~ in the difference detection game~~on the display in accordance with the comparison result by the number-comparing means or the numerical value comparing means.~~

7. (Currently Amended) ~~A game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:~~

a communications interface for transmitting and receiving data to and from a plurality of terminal devices via a communication link; and

a CPU having logic for directing transmission via the communications interface (i) of point providing means for providing a point to one of the plurality of terminal devices based on receipt from that terminal device of a correct answer from the of a player at that terminal device with the in a difference detection game executed on a display provided to each of the user terminal devices; and (ii)

of an image display means control instruction to each of the terminal devices for displaying simultaneously presenting, to a player at that terminal device, on the display a reference image for reference and a plurality of difference images to find for finding and entering a player input identifying only differences between the reference image and the difference images during play of the difference detection game;

wherein the CPU also has logic to direct transmission via the communications interface of an image selecting instruction to each of the terminal devices for allowing the player at the applicable terminal device to select one difference image out of the plurality of difference images to play the difference detection game.

8. (Currently Amended) The game server according to Claim 7, wherein the ~~point providing means sets~~ CPU also has logic to set an obtainable number of points for each of the plurality of difference images.

9. (Currently Amended) The game server according to Claim 7, wherein each of the plurality of difference images includes one difference from the reference image, ~~and the game server comprising:~~

~~image selecting means for letting the player select one difference image~~

~~out of the plurality of difference images to play the difference detection game.~~

10. (Currently Amended) The game server according to Claim 8, wherein each of the plurality of difference images includes one difference from the reference image, ~~and the game server comprising:~~

~~—— image selecting means for letting the player select one difference image out of the plurality of difference images to play the difference detection game.~~

11. (Currently Amended) A game server ~~being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:~~

a communications interface for transmitting and receiving data to and from a plurality of terminal devices via a communication link; and

a CPU having logic for (i) directing transmission, via the communications interface, of providing means for providing a point or prize to each of the plurality of terminal devices a player based on receipt from the applicable terminal device of a correct answer from the of a player at the applicable terminal device within a difference detection game executed on a display provided to each of the user terminal devices; (ii) directing transmission, via the communications interface, of an image display means instruction to one of the plurality of terminal devices for simultaneously displaying a reference image for reference and a plurality of difference images on the display for the difference detection game; (iii) directing transmission, via the communications interface, of an image selecting means instruction to the one terminal device for letting allowing the a player at the one terminal device to select one difference image out of the plurality of difference images for playing the difference detection game; and (iv) a correspondence data set for establishing a correspondence between each of the plurality of difference images and the a point or prize; and (v) directing transmission, via the communications interface, of a corresponding image display means instruction to another of the plurality of terminal devices for simultaneously displaying a reference image for reference and a corresponding image on the display by

~~selecting the correspondence data set corresponding that corresponds to any one of the plurality of difference images based on receipt from the other terminal device of the a correct answer from the of a player; playing the difference detection game at the other terminal device.~~

12. (Currently Amended) A game server ~~being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:~~

a communications interface for transmitting and receiving data to and from a plurality of terminal devices via a communication link; and

a CPU having logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of (i) providing means for providing a point or prize to a player based on receipt from the applicable terminal device of a correct answer from the of a player with playing a difference detection game at the applicable terminal device, executed on a display provided to each of the user terminal devices; (ii) a reference image display means instruction for displaying a reference image for reference in the difference detection game on the display as an animated image; (iii) a difference image display means instruction for displaying a difference image for the difference detection game as an animated image; and (iv) an image switching means instruction for switching between and alternately displaying, to a player at that terminal device, the reference image and the difference image to find for finding and entering a player input identifying only differences between the reference image and the difference image during play of the difference detection game, the difference image being a modified version of the reference image with the differences to be found being of a type that are intended to be unanticipated by the player.

13. (Currently Amended) The game server according to Claim 12, ~~comprising wherein:~~

the CPU also has the logic to set switching time setting means for setting an a respective interval for which switching between and alternatively displaying

the reference image and the difference image at each of the plurality of terminal devices ~~are alternatively displayed on the display by the image switching means,~~
; and

~~wherein the image switching means instruction directed to be transmitted to each of the plurality of terminal devices has a function to switch and display the reference image and the difference image on the display in accordance with includes the applicable respective the interval set by the switching time setting means.~~

14. (Currently Amended) The game server according to Claim 12, further comprising:

~~cumulative number comparing storing means~~ a data store for cumulatively storing a number of times that the reference image and the difference image are alternatively displayed ~~on the display by the image switching means~~ at each of the plurality of terminal devices;, and a plurality of correspondence data sets for establishing a correspondence between ~~the difference images and the~~ a point count or prize won in the difference detection game; and

~~wherein the CPU also has the logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of a corresponding image display means instruction for displaying a corresponding one of the difference images image on the display by selecting based on selection of one data set from of the stored plurality of correspondence data sets corresponding to the difference images based and on the stored number of times for the applicable terminal device stored in the cumulative number comparing storing means,~~ and on receipt from the applicable terminal device of the correct answer ~~from of the player playing the difference detection game at the applicable terminal device.~~

15. (Currently Amended) The game server according to Claim 13, further comprising:

~~cumulative number comparing storing means~~ a data store for cumulatively

storing a number of times that the reference image and the difference image are alternatively displayed ~~on the display by the image switching means~~ at each of the plurality of terminal devices;, and a plurality of correspondence data sets for establishing a correspondence between ~~the difference images and the a point count or prize won in the difference detection game;~~ and

wherein the CPU also has the logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of a corresponding image display means-instruction for displaying a corresponding one of the difference images image on the display by selectingbased on selection of one data set from-of the stored plurality of correspondence data sets corresponding to the difference images based and on the stored number of times for the applicable terminal devicestored in the cumulative number-comparing storing means-, and on receipt from the applicable terminal device of the correct answer from-of the player playing the difference detection game at the applicable terminal device.

16. (Currently Amended) A game server ~~being capable of transmitting and receiving data to and from a plurality of terminal devices via a communication line, the game server comprising:~~

a communications interface for transmitting and receiving data to and from a plurality of terminal devices via a communication link;

a data store answer data-storing means for storing answer data received from each of the plurality of terminal devices showing an answer with-for a difference detection game executed on a display provided tobeing played at each of the applicable terminal devices; device, and correct answer data-storing means for storing correct answer data as a criterion to determine whether or not the stored answer data stored in the answer data-storing means-is matches the correct answer data; and

a CPU configured with logic for (i) comparing means-for comparing the stored answer data stored in the answer data-storing means and the stored correct answer data stored in the correct answer data-storing means;-, (ii)

directing transmission, to each of the plurality of terminal devices via the communications interface, of—~~providing means for providing a point or prize to display on the display~~based on determination that the answer data received from the applicable terminal device matches the correct answer data as a comparison result of the comparison by the comparing means;, (iii) directing transmission, to each of the plurality of terminal devices via the communications interface, of an image switching means-instruction for switching between and alternately displaying, to a player at that terminal device, the reference image for reference and the difference image on the display for finding and entering a player input identifying only differences between the reference image and the difference image during play of the difference detection game, the difference image being a modified version of the reference image with the differences to be found being of a type that are intended to be unanticipated by the player;, and (iv) ~~switching time setting means for setting an a respective interval for switching between and alternately displaying which the reference image and the difference image are alternatively displayed on the display by the image switching means at each of the plurality of terminal devices;~~;

wherein the image switching ~~means-instruction directed to be transmitted to each of the plurality of terminal devices includes~~has a function to switch and display alternatively the reference image and the difference image on the display in accordance with the respective interval set by the switching time setting meansfor the applicable terminal device.

17. (Currently Amended) The game server according to Claim 16, further comprisingwherein:

~~data providing means for providing data for the plurality of terminal devices via a communication line;~~

~~reference image data storing means~~the data store is also for storing reference image data ~~to display the~~representing reference image for reference ~~on the display provided to each of the terminal devices~~images;, and ~~difference image data storing means for storing difference image data to display~~

~~the representing difference image on the display images; and~~

~~wherein the data providing means provides the CPU is also configured with logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of the stored reference image data and the stored difference image data for the terminal devices before executing before play of the difference detection game on the display of each of the terminal devices begins.~~

18. (Currently Amended) The game server according to Claim 16, ~~comprising wherein:~~

~~the CPU is also configured with logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of an image display control means-instruction for displaying the reference image or the difference image, in an enlarged manner or a reduced manner in response to receipt of an image enlarging request or an image reducing request from each of the applicable terminal devices on the display device.~~

19. (Currently Amended) The game server according to Claim 17, ~~comprising wherein:~~

~~the CPU is also configured with logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of an image display control means-instruction for displaying the reference image or the difference image, in an enlarged manner or a reduced manner in response to receipt of an image enlarging request or an image reducing request from each of the applicable terminal devices on the display device.~~

20. (Currently Amended) The game server according to Claim 16, ~~comprising wherein:~~

~~number of times of enlargement storing means the data store is also for storing a number of times that the image display control means displays the reference image or the difference image is displayed at each terminal device in~~

~~an enlarged manner;~~, and a plurality of correspondence data sets for establishing a correspondence between the difference images and the a point count or prize won in playing the difference detection game; and

the CPU is also configured with logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of a corresponding one of the difference images ~~image display means for displaying a corresponding image on the display by selecting~~ based on (i) selection of one of data set from the stored plurality of correspondence data sets corresponding to the difference images according to, (ii) the stored number of times of displaying in an enlarged manner stored in the number of times of enlargement storing means, and (iii) on determination that the answer data received from the applicable terminal device matches the correct answer data as a result of the comparison ~~is correct as a comparison result by the comparing means.~~

21. (Currently Amended) The game server according to Claims 17, comprising:

~~number of times of enlargement storing means~~ the data store is also for storing a number of times that the image display control means displays the reference image or the difference image is displayed at each terminal device in an enlarged manner;, and a plurality of correspondence data sets for establishing a correspondence between the difference images and the a point count or prize won in playing the difference detection game; and

the CPU is also configured with logic for directing transmission, to each of the plurality of terminal devices via the communications interface, of a corresponding one of the difference images ~~image display means for displaying a corresponding image on the display by selecting~~ based on (i) selection of one of the stored plurality of correspondence data sets, corresponding to the difference images according to (ii) the stored number of times of displaying in an enlarged manner stored in the number of times of enlargement storing means on, and (iii) determination that the answer data received from the applicable terminal device matches the correct answer data as a result of the comparison ~~is correct as a~~

22. (Currently Amended) The game server according to Claims 18,
~~comprising~~wherein:

~~the data store is also number of times of enlargement storing means for~~
storing a number of times that ~~the image display control means displays the~~
reference image or the difference image is displayed at each terminal device in
an enlarged manner; ~~and~~ a plurality of correspondence data sets for
establishing a correspondence between ~~the difference images and the a point~~
count or prize won in playing the difference detection game; and

the CPU is also configured with logic for directing transmission, to each of
the plurality of terminal devices via the communications interface, of a
~~corresponding image display means for displaying a corresponding image~~one of
the difference images based on the display by selecting (i) selection of one data
~~set from of the stored plurality of correspondence data sets corresponding to the~~
~~difference images according to, (ii) the stored number of times of displaying in an~~
~~enlarged manner stored in the number of times of enlargement storing means~~
~~on, and (iii) determination that the answer data received from the applicable~~
terminal device matches the correct answer data as a result of the comparison
~~is correct as a comparison result by the comparing means.~~

23. (Currently Amended) A game server ~~being capable of transmitting~~
~~and receiving data to and from a plurality of user terminal devices via a~~
~~communication line, the game server comprising:~~

a communications interface for transmitting and receiving data to and from
a plurality of terminal devices via a communication link;

~~answer data storing means a data store~~ for storing (i) answer data
~~showing representing an answer with received from each of the plurality of~~
terminal devices in a difference detection game executed on a display provided
~~to each of the user terminal devices; — correct answer data storing means for~~
~~storing (ii) correct answer data as a determination criterion~~ as to whether or not

~~the stored answer data stored in the answer data storing means matches the correct answer data is correct, and (iii) play history data received from each of the plurality of terminal devices for a different game than the difference detection game and that had been played on the terminal devices before play of the difference detection game; and~~

~~a CPU configured with logic for (i) comparing means for comparing the stored answer data stored in the answer data storing means and the stored correct answer data stored in the correct answer data storing means; and (ii) directing transmission, via the communications interface to each of the terminal devices, of providing means for providing a point or prize to display on the display based on determination that the answer data received from the applicable terminal device matches the correct answer data as a comparison result of the comparison by the comparing means; play history storing means for storing play history data with a different game than the difference detection game being provided on a display provided to each of the user terminal devices, the different game having been executed on the display before the difference detection game; (iii) reference image display means for directing transmission, via the communications interface to each of the terminal devices, of displaying a replay image from the different game as a reference image of in the difference detection game based on the stored play history data stored in the play history storing means on the display; (iv) difference image creating means for creating a difference image of for the difference detection game based on the stored play history data stored in the play history storing means, the difference image being different from the replay image; and (v) image display means for displaying directing transmission, via the communications interface to each of the terminal devices, of the created difference image created by the difference image creating means on the display.~~

24. (Currently Amended) The game server according to Claim 23, ~~further comprising wherein:~~

the CPU is also configured with logic for (i) directing transmission, via the

communications interface to each of the terminal devices, of an image switching instruction means for switching between and alternately displaying-, to a player at that terminal device, the reference image for reference and the difference image on the display for finding and entering a player input identifying only differences between the reference image and the difference image during play of the difference detection game;, the difference image being a modified version of the reference image with the differences to be found being of a type that are intended to be unanticipated by the player,

and

—— switching time setting means for (ii) -setting an interval for which switching between and alternately displaying the reference image and the difference image are alternatively displayed on the display by the image switching means,

—— wherein the image switching means has a function to switch and display the reference image and the difference image on the display in accordance with and (iii) including the set interval set by the switching time setting means in the transmitted image switching instruction.

25. (Currently Amended) The game server according to Claim 23, comprising wherein:

—— data providing means for providing data for the plurality of user terminal devices via the communication line;

the data store is also reference image data storing means for storing reference image data to display the reference image on the display;, and

—— difference image data storing means for storing difference image data to display the difference image on the display; and

wherein the data providing means provides the CPU is also configured with logic for directing transmission, via the communications interface to each of the terminal devices, of the reference image data to display representing the reference image and the difference image data to display representing the difference image for the user terminal devices before executing play of the difference detection game on the display begins.

26. (Currently Amended) The game server according to Claim 24, ~~comprising~~wherein:

~~— data providing means for providing data for the plurality of user terminal devices via the communication line;~~

~~the data store is also reference image data storing means for storing reference image data to display the reference image on the display;~~ and

~~— difference image data storing means for storing difference image data to display the difference image on the display;~~ and

~~wherein the data providing means provides the CPU is also configured with logic for directing transmission, via the communications interface to each of the terminal devices, of the reference image data to display~~representing the reference image and the difference image data to displayrepresenting the difference image for the user terminal devices before executing play of the difference detection game on the display begins.

27. (Currently Amended) ~~A~~An article of manufacture for controlling program running on a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication linelink, ~~the server executing and of directing a difference detection game displayed on display provided to each of the user terminal devices, the program executing the steps of~~comprising:

computer readable storage media; and

computer programming stored on the storage media, wherein the stored computer programming is configured to be readable by the game server and thereby cause the game server to operate so as to:

providing assign a point to the a player at each terminal device on receipt of a correct answer from the player playing the difference detection game at the applicable terminal device; and

direct switching and an alternating alternately displaying display to a player at each terminal device of a reference image for reference and a

~~difference image on the display to find~~for finding and entering a player input
identifying only differences between the reference image and the difference
image, the difference image being a modified version of the reference image with
the differences to be found being of a type that are intended to be unanticipated
by the player.

28. (Currently Amended) An article of manufacture for controlling A
~~program running on a game server being capable of transmitting and receiving~~
~~data to and from a plurality of user-terminal devices via a communication line~~link,
~~the server executing and directing a difference detection game displayed on a~~
~~display provided to each of the user-terminal devices, the program executing the~~
~~steps of~~comprising:

computer readable storage media; and

computer programming stored on the storage media, wherein the stored
computer programming is configured to be readable by the game server and
thereby cause the game server to operate so as to:

~~providing assign~~a point to the a player at each of the terminal devices on
receipt of a correct answer from the player playing the difference detection game
at the applicable terminal device; and

direct a simultaneous~~simultaneously displaying display~~ to the player at
each of the terminal devices of a reference image for reference and a plurality of
difference images for~~finding and entering a player input identifying only~~
differences between the reference image and the difference image during play of
the difference detection game~~on the display; and~~

receive from one of the terminal devices a selection of a player at the one
terminal device of one difference image out of the plurality of difference images
for playing the difference detection game.

29. (Currently Amended) An article of manufacture for controlling A
~~program running on a game server being capable of transmitting and receiving~~
~~data to and from a plurality of user-terminal devices via a communication line~~link,

~~the server comprising providing means for and of~~ providing a point or prize to a player on receipt of a correct answer from the player with respect to a difference detection game ~~executed~~ displayed on a display provided to each of the user terminal devices—, ~~the program executing the steps of~~ comprising:

computer readable storage media; and

computer programming stored on the storage media, wherein the stored computer programming is configured to be readable by the game server and thereby cause the game server to operate so as to:

~~displaying~~ direct display of a reference image for reference as an animated image ~~on at the display~~ at the terminal device;

~~displaying~~ direct display of a difference image, for finding and entering a player input identifying only a difference between the reference image and the difference image during play of a difference detection game, as an animated image at the terminal device; and

~~switching~~ directing switching and alternately displaying so as to cause an alternating display to a player of the reference image and the difference image at the terminal device, the difference image being a modified version of the reference image with the difference between the reference image and the difference image to be found being of a type that are intended to be unanticipated by the player.

30. (Currently Amended) An article of manufacture for controlling A ~~program running on a game server being capable of transmitting and receiving data to and from a plurality of terminal devices via a communication line~~ link, ~~the game server comprising~~:

computer readable storage media; and

computer programming stored on the storage media, wherein the stored computer programming is configured to be readable by the game server and thereby cause the game server to operate so as to:

~~answer data storing means for storing~~ store answer data showing representing an answer with entered by a player in a difference detection game

~~executed~~ displayed on a display provided to each of the user terminal devices;

~~correct answer data storing means for storing~~ store correct answer data as a determination criterion for -whether or not the answer data stored in the answer data ~~storing means matches the~~ is correct answer data;

~~comparing means for comparing~~ compare the answer data stored in the answer data ~~storing means~~ and the ~~correct answer data~~ stored in the correct answer data ~~storing means~~; and

~~providing means for providing direct display on the applicable terminal device of a point or prize to display on the display based on a~~ determination that the stored answer data matches the stored correct answer data as a comparison result for that terminal device by the comparing means, the program executing the steps of:

direct switching and alternately so as to cause an alternating display on each terminal device displaying of a reference image for reference and a difference image on the display for finding and entering a player input identifying only the differences between the reference image and the difference image, the difference image being a modified version of the reference image with the differences to be found being of a type that are intended to be unanticipated by the player; and

direct setting of an interval for at which the reference image and the difference image are displayed alternatively on the display with the interval.

31. (Currently Amended) An article of manufacture for controlling A ~~program running on a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication link, the game server comprising:~~

computer readable storage media; and

computer programming stored on the storage media, wherein the stored computer programming is configured to be readable by the game server and thereby cause the game server to operate so as to:

answer data storing means for storing store answer data showing

representing an answer with entered by players in a difference detection game
and executed displayed on a display provided to each of the user terminal
devices;

~~correct answer data storing means for storing~~store correct answer data as
a determination criterion for whether or not the ~~answer data stored in the answer~~
~~data storing means matches the~~ is correct answer data;

~~comparing means for comparing~~compare the ~~answer data stored in the~~
answer data ~~storing means~~ and the ~~correct answer data stored in the correct~~
answer data ~~storing means~~; and

~~providing means for providing direct display of~~ a point or prize ~~to display~~
~~on the display at each terminal device based on a~~ determination that the stored
answer data matches the stored correct answer data as a comparison result ~~by~~
for that terminal device the comparing, the program executing the steps of:

~~storing~~ store play history data ~~with for~~ a different game than the difference
detection game ~~being provided on a display provided to~~ displayed on each of the
user-terminal devices, the different game having been ~~executed on the~~
~~display~~ displayed before the difference detection game;

~~displaying direct display on each terminal device of a~~ replay image ~~of from~~
the different game as a reference image ~~of in~~ the difference detection game
based on the stored play history data ~~on the display~~;

~~creating~~ create a difference image ~~of for~~ the difference detection game
based on the stored play history data, the difference image being different from
the replay image; and

~~displaying direct display on each display device of~~ the created difference
image ~~on the display~~.

32. (New) The game server according to claim 1, wherein the terminal device
is a portable terminal device.

33. (New) The game server according to claim 7, wherein the terminal device
is a portable terminal device.

34. (New) The game server according to claim 11, wherein the terminal device is a portable terminal device.

35. (New) The game server according to claim 12, wherein the terminal device is a portable terminal device.

36. (New) The game server according to claim 16, wherein the terminal device is a portable terminal device.

37. (New) The game server according to claim 23, wherein the terminal device is a portable terminal device.

38. (New) The article of manufacture according to claim 27, wherein the terminal device is a portable terminal device.

39. (New) The article of manufacture according to claim 28, wherein the terminal device is a portable terminal device.

40. (New) The article of manufacture according to claim 29, wherein the terminal device is a portable terminal device.

41. (New) The article of manufacture according to claim 30, wherein the terminal device is a portable terminal device.

42. (New) The article of manufacture according to claim 31, wherein the terminal device is a portable terminal device.

43. (New) The game server according to claim 11, wherein the CPU also has logic to set difficulty levels in stages for the plurality of difference images based on a plurality of correspondence data sets.

44. (New) The game server according to claim 14, wherein the CPU also has logic to set difficulty levels in stages for the plurality of difference images based on the stored plurality of correspondence data sets.

45. (New) The game server according to claim 15, wherein the CPU also has logic to set difficulty levels in stages for the plurality of difference images based on the stored plurality of correspondence data sets.

46. (New) The game server according to claim 20, wherein the CPU also has logic to set difficulty levels in stages for the plurality of difference images based on the stored plurality of correspondence data sets.

47. (New) The game server according to claim 21, wherein the CPU also has logic to set difficulty levels in stages for the plurality of difference images based on the stored plurality of correspondence data sets.

48. (New) The game server according to claim 22, wherein the CPU also has logic to set difficulty levels in stages for the plurality of difference images based on the stored plurality of correspondence data sets.